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... that are possessed and consumed by all players. Therefore, when a gaming behaviour violates this principle, a ... appropriate actions, eg void the game change that ...

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... to ensure that user code cannot violate the integrity ... game server could be shared between all the players. ... plications such as multi-user games and multimedia ...

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... must keep track of the state of a player's game ... indicates a change in the level of the game which could ... If the program violates this last policy, it is termi ...

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... of the public state after the move of another player can immediately verify whether the modification of the game state violates the rules of ...

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... Distributed Battleship • Two-player game in which each player tries to sink other's ships • General problem for multiplayer games/simulations: ... violates ...

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... If a player violates the Uniform Code of Military Justice ... Game use as of 16 November 2002 saw 1,007,000 ... in the first 58 days alone (one avid player enacted over ...

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Server control of peer to peer communications

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... PLAYERS COMMUNICATE WITH EACH OTHER •913 GAME SERVER HOSTS GAMING SESSION ¶ 918 AUTHENTICATE AND AUTHORIZE EACH PLAYER ACCESSING GAME SERVER 920 IDENTIFY ...

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